

VISIT...

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“BramGo’s collection” is a collection of basic knowledge about Go. Please notice though that the order of my files might be all messed up. So please read the introduction of each of my files to get an impression of the knowledge that is required to understand my file.

Basic set of Joseki - Introduction

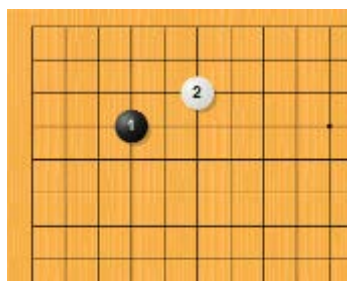
First of all I would like to show a basic set of some joseki. I think this is a perfect introduction to study your first joseki moves. When is the right time to start studying joseki? When you already know what nets, ladders and double atari’s are, then it’s time to start studying joseki.

Studying joseki will give self confidence in the opening of the game. It will also change your way of playing. It’s time to play go in a strategy based way, not just tactics.

What kind of selection did I make? Of course there are 10000’s of joseki so it’s hard to make a selection. The joseki that I selected work well together, have little variations and are very popular amongst amateurs and professional players. I tried to mention only the main variations. In my next lesson there will probably be more variations.

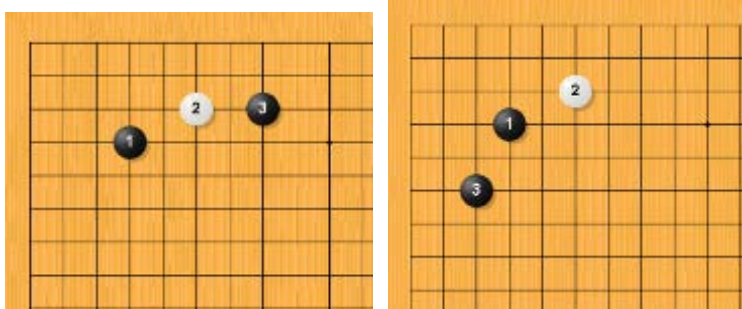
Facing a hoshi corner stone:

The following way makes the most sense. Move 2 is called a keima or knight jump. In 99% of situations this is appropriate. There are some other possibilities though, but I advice you not to play them yourself ! But when you see them, look them up after the game. That’s the way to get stronger!



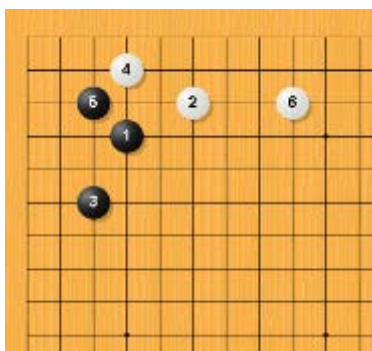
Answering this approach:

There are a couple of ways to answer the approach. The 2 most common moves are the following. Move 3 in the left diagram is called a pincer. Move 3 in the right side diagram is called a keima or knight jump. The right side diagram is the normal way of playing. It takes the corner and that only makes sense because that’s where the territory (and the score-points) are. Sometimes the left side diagram is even better, but before studying the right timing you should first study the different continuations of the move.



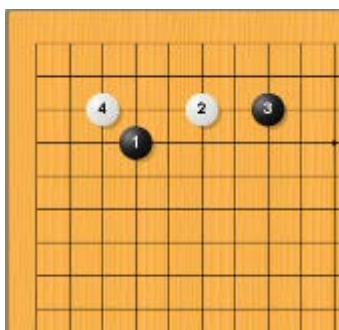
After the keima:

There are a lot of ways to play after move 3. The following way is the most general continuation. I advice you to use this to start with. Later on you will learn that white can also play lighter (less solid, in order to create a higher, more efficient group).

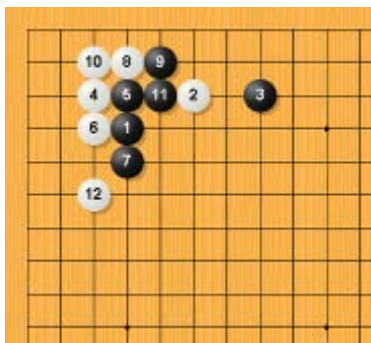


After the pincer:

For white it is most common to jump to the corner. This is pretty much the basic way of playing. The corner is big after all! Don't worry too much about stone nr 2. You shouldn't feel too bad sacrificing it.

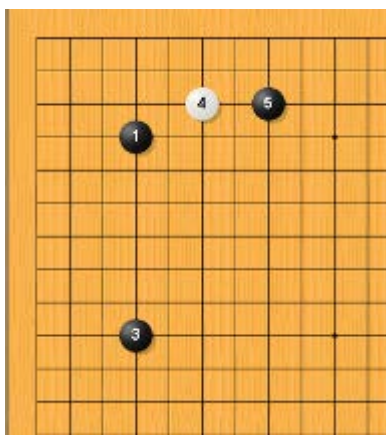


It's natural for black to cut the white stone off though. As you can see white can play the sente moves of 8 and 10. (sente means black has to reply to white his move, so that white keeps the initiative). The stone at 2 isn't completely dead neither. (Black might consider adding a stone there, although it's often too defensive to do it right away.)

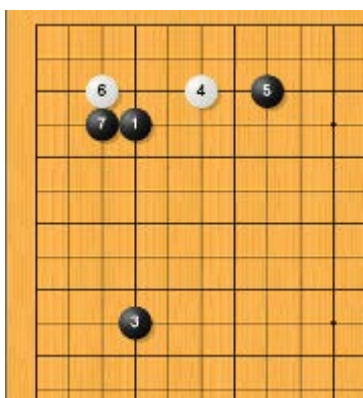


Special case of the pincer:

Let's say there's already a stone around 3. This changes the situation a bit !



When white jumps to the corner black will cut at the other side. This way black will keep white in the corner to make perfect usage of the stone at 3.



The continuation goes as followed. We can conclude that playing the pincer (move 5) was a good idea here!



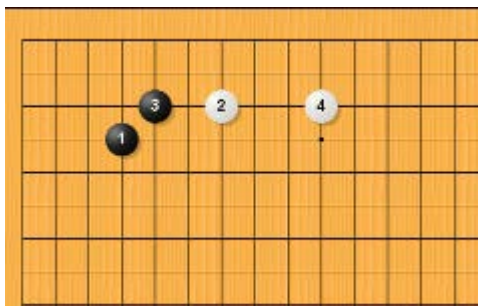
Punishment reference:

This section you shouldn't study at first (unless you get bored). I only added it in case your opponent ignores a move in one of the sequences. It might be a classic mistake and then it is probably mentioned here. But in 90% of the cases you won't have to look at this, because good logic will be enough to punish your opponent. But don't try too hard neither, cause you might end up killing one of your own groups. 😊

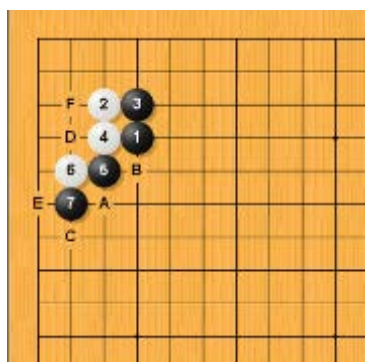
Sometimes 2 is a good move, but in 90% of cases it is simply too high. Attach underneath and get a lot of points in the corner!



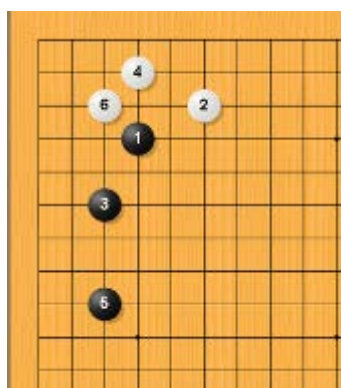
A far approach? Then just take the corner territory. Thank you white!



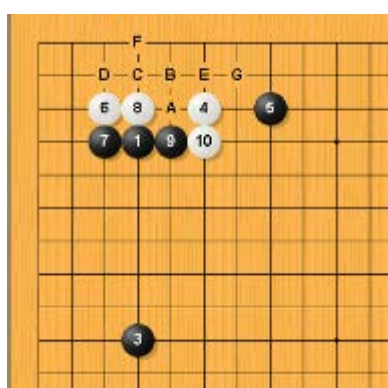
When white doesn't approach first but takes the corner right away. Then try to close it in. White can live very small in the corner, but that's very often still ok for black ! If white tries to cut with A just follow the letters and you should be ok. More about this next time!



If black doesn't defend the corner after your keima. Then take the corner! Your group is easily alive now, and black lost a lot of points.



White tries to push through to the center before defending at E! You should cut at A, follow the sequence and watch how white is split up. Those 2 stones in the center are now on the run.



Black is greedy or simply doesn't know joseki and pushes too hard. (Black should have played move 7 at C) Just follow the sequence and after E black is in big trouble. Will he make the right choice?



See you next time

That's it for the first session. Thank you for your time to read this text. If you mastered all this you must for sure at least have gained a stone in strength. If not, then don't give up, you soon will. If you have questions, remarks, want to say something to me or whatever. You can email me at bvandenbon@gmail.com. Please don't send me spam, though. And also don't write me trolling emails like "blahblahblah, joseki is totally unimportant." Thank you ! ☺